

BERKELEY MEMENTO

FIELD ACTIVITY 03

due by 16 nov 2015

Push it Good.

— Salt-N-Pepa

Are you Berkeley enough?

Right now your time at Berkeley is at the forefront of your mind. What happens when you graduate, and you become that radical suburban mom in a minivan or a grassroots activist or the CEO of the next Insta-Book-Tinder-Pop-Olicious? When you think back one year, five years, or decades later, how will you remember your time at Cal? In this Field Activity you will design a small, physical, three-dimensional memento that can be worn on a necklace, keyring, or attached to your backpack via mini carabiner. You should create an object that defines your experience – the places you frequented, the people who surround you, the daily rituals you created for yourself. Consider it a token, a self-styled souvenir, or a memento. A memento can be an object that reminds us of a person or past event, but it can also serve as a reminder or warning. In ten years, will you still be Berkeley enough?

Using Autodesk 360: Fusion you will design a Berkeley Memento that you can personally wear. Your design should be at least a cubic centimeter but could be up to a cubic decimeter (although this will take considerable longer to print). It must contain at least a single completely enclosed hole of at least 5mm inner diameter, so it can be hung from a string, etc. You must use the 3D printer to create your Berkeley Memento. You may add other decorations, colors, and/or materials. However, this is optional. Your object is not required to have embedded electronics or be interactive. You are, of course, welcome to incorporate such elements into your design (i.e. removable parts, hinges, secret compartments, etc). You must provide two photographs of your final design. First a photograph of your Berkeley Memento in perspective using a light box by itself and second a photograph of you wearing the Berkeley Memento. Materials should be handed in via Hackster.io including STL files.

